DISNEY'S LILO AND STITCH TROUBLE IN PARADISE
GAME OVERVIEW

Overview

Disney's Lilo & Stitch: Trouble in Paradise kids get to play out the colourful action adventure story of Disney's major upcoming Summer 2002 feature film release. Kids explore locations and situations taken directly from the film, and in some cases, beyond what is actually seen in the movie. The game features a variety of gameplay mechanics, including: running, dodging, jumping, hiding, races against the clock, forced-scroll chase sections, and end-level boss combat.

Key Features

- Two playable characters: lovable little Hawaiian girl Lilo, with a wildly creative imagination, not to mention voodoo skills & alien fugitive Stitch, with a penchant for destruction and a drive to wreak havoc
- Hazardous paths around the island connected by scenic clearings, all beautifully rendered in the same watercolor style of the movie
- Non-linear gameplay, with multiple paths from which to choose
- Humour and heart unique to the Lilo & Stitch franchise
- 12 levels including Hanalei Streets, Tourist Beach and Jungle River
- Between-level movies featuring scenes from the film
- Variety of enemies including dangerous Hawaiian creatures and alien bounty-hunters.
- Developed by Blitz Games, developers of Chicken Run for Psone

Gameplay

Players explore the island through a variety of interconnecting paths, evading traps and avoiding enemies as they search for key items on their quest. Additional levels will involve combat against the Hula Girls, chases through dangerous jungle paths, and a final showdown with gigantic alien Gantu aboard his space cruiser.

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Developer: Blitz **Licensor:** Disney Interactive **Publisher:** SCEE

Genre: 2.5D **Platform:** PS one **Release:** Summer 2002 **Players:** 1